

Prompt[] Prompt

The prompt array specifies a list of prompt objects. Prompts are also able to specify conditions of selection (via client functions), and during RunSpeech execution only the first prompt with a true condition is selected for playback.

```
.0      <Speech:QA
      id="QA_Welcome"
      ControlsToSpeechEnable="Label1"
      runat="server" >

      <Statement id="WelcomePrompt" >
.5      <prompt bargeIn="False"> Welcome </prompt>
      </Statement>
    </Speech:QA>
```

1.4 Confirm Control

Confirm controls are special types of question controls. They may hold all the properties and objects of other questions controls, but they are activated differently. The RunSpeech algorithm will check the confidence score found in the confirmThreshold of the answer control of the ControlsToSpeechEnable. If it is too low, the confirm control is activated. If the confidence score of the answer control is below the confirmThreshold, then the binding is done but the onClientReco method is not called. The dialog author may specify more than one confirm control per QA control. RunSpeech will determine which confirm control to activate based on the function specified by ClientTest.

```
      <Answer ConfirmThreshold=... />
      <Confirm>
35      ...all attributes and objects of Question...
```